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BIBLE

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SHOWVIEW

(SHOW OVERVIEW)

SYNOPSIS:

Mikey Murphy is the personification of Murphy's Law: Anything that can go wrong, will go wrong. But he's prepared for every possibility, armed with knowledge, a backpack of supplies, and an endless sense of optimism and enthusiasm that can turn any catastrophe into an adventure! Together with his fearless friend, Melissa, and Zack, the cool new kid in town who's quick with a joke, they will learn: "Don't sweat the BIG stuff." And it's all big stuff.

THEME:

Make the best of every situation. It's all about a positive attitude.

Despite, or perhaps because of his situation, Mikey always looks to make the best of the cards he's been dealt. When life gives you lemons, Mikey happily makes lemonade, Zack makes fun of it, and Melissa turns it into a money-making venture.

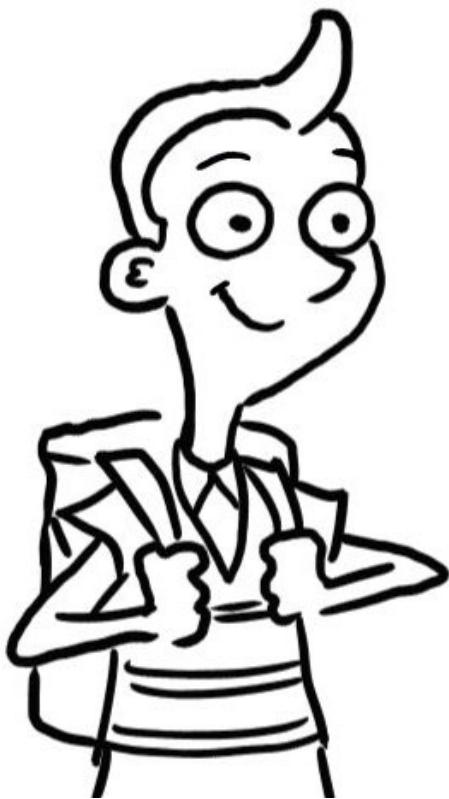
In many circumstances, Mikey's "situation" ultimately has a positive effect. His influence opens up opportunities to experience more of life and to see more of the world. The kids would never meet aliens or mole men if they weren't falling off a cliff or sinking beneath the Earth's crust because of Murphy's Law.

MURPHY'S LAW:

Mikey suffers from EHML; Extreme Hereditary Murphy's Law condition. He is not a jinx. He does not have bad luck; things just go wrong AROUND HIM. His sphere of influence is approximately ten feet in any direction. He does not affect the entire town just by getting out of bed, but the CDC does recommend keeping a minimum safe distance of 3 meters or more at all times.

MIKEY MURPHY

(12, 8th Grade)



MURPHY'S LAW

Mikey has been a victim of “Murphy’s Law” all his life, but he’s totally prepared for it.

“Sticks and stones can break your bones, so always wear kevlar!”

UPBEAT

He’s bold, positive, and enthusiastic.

He is endlessly optimistic.

He actively tries to make the best of everything.

ADVENTUROUS

He’s always expecting the unexpected and he likes it.

He likes his life to be exciting:

“Mikey, you just fell 10,000 feet out of an airplane!”

“I know, and it’s only 7:30!”

UNIQUE POV

Mikey thinks outside the box and has an unusual approach to life. For example, he finds the right answer to a math problem, by using an entirely different equation and three pigeons.

Because of Murphy’s Law, Mikey has learned ways to do things that work, but aren’t traditional. Imagine someone who was born with only one arm. By age 12, it doesn’t confound them to have to tie their shoes with one hand. That’s how it’s always been.





FEARS

One thing that scares Mikey is getting up in front of a group of people to perform. Giving an oral report at the head of the class can make him freeze up or faint (melodramatically like an 18th century damsel in distress).

He also fears embarrassing himself in front of a girl he likes, so when he gets a crush on Amanda, he tries to make sure everything goes just right.

SMART AND PREPARED

He's knowledgeable: "This is a statistical anomaly"

He knows what to carry in case of an emergency or disaster.

"These shoes are hazmat rated. What are you, 9? 9 1/2?"

He knows the stats on mongoose attacks.

"Common household detergent repels most stampedes!"

He even knows which way to step to avoid a falling safe.

"It helps if you know the Charleston."

He's always prepared for anything; his backpack has everything he needs, in multiple sizes and much like Mary Poppins' bag, appears to be larger on the inside.

LIKEABLE

Everybody knows Mikey and **MOST** like him, but they still take one step away from him to be safe. Two steps if you're transporting a plate glass window.

MIKEY WANTS:

He wants to make the best of everything.

He wants to live in the moment, **SURVIVE** the moment, and have a great time doing it.

He wants to be great at something and show the world what he has to offer... whatever that is. Whether he's fireman-for-a-day or an exotic animal bather, he's up for trying anything!



ZACK JACKSON

(13, 8th Grade)

COOL

He's laid back, comfortable in his skin, and goes with the flow.

He's chill because he's got a plan for life.

Unfortunately, Mikey may disrupt that plan a bit.

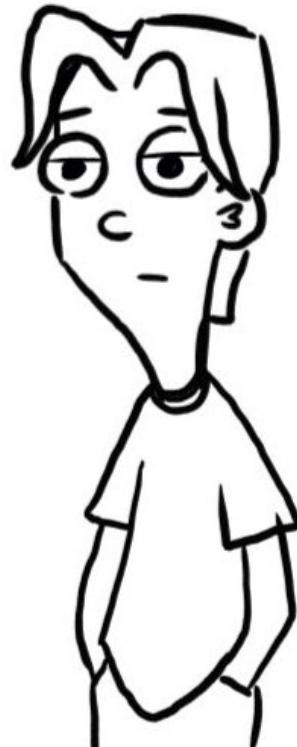
"Stampede of angry rhinos? All right, I'm in."

He is good at sports, school, social situations, and music.

He's popular and makes friends easily.

If he has any flaw at all, it's that he's very fashion-conscious and can be a touch vain.

"If I'd known we were doing tornados today, I wouldn't have ironed this shirt."



FUNNY

He has a wry sense of humor; a sarcastic, dry wit.

He's our comic POV into this crazy world.

"Oh, we're taking the desert to school today. Good thing I wore this parka. Parka is a funny word."

Will be African-American

HIS FAMILY

Marcus Jackson, father, African-American, industrial designer who creates toys.

Dr. Eileen Jackson, mother, Chinese-American, works at the hospital, sees Mikey *a lot*.

Aurelius Jackson, grandfather, African-American, a retired jack-of-all-trades.

Lisa and Lance, twins, 3, feral.

HE WANTS:

To rock. He had a band at his old school and quickly puts one together here called "Bandwagon." He plays guitar with Melissa on bass, a kid in a football helmet on drums, and Mikey on electric accordion.



MELISSA CHASE (13, 8th Grade)



CONFIDENT

She is self-possessed, driven, and doesn't flinch.

"Ride a tidal wave to school? Pff. C'mon, the least you can do is challenge me."

She is super smart and likes puzzles. Whatever project they are working on at school, she's already completed it. She's neither proud nor embarrassed about this; it just is.

INSTIGATOR

She is easily bored so she instigates things.

She makes things happen. She ups the ante.

How can I create an event out of this?

FRIENDS

She was the first person brave enough to befriend Mikey.

She is fiercely loyal and completely supportive of him.

She is his biggest defender and his biggest fan.

She likes Zack, but misses having Mikey to herself.

She likes Amanda, but rolls her eyes at her OCD.



ADVERSARY

Her main adversary is Mrs. Milder, the restrictive principal.

Her secondary adversary is a hamster, the class pet that constantly escapes and seems to always end up in her backpack or desk.

"I thought we agreed never to talk about that furry little demon spawn."

FAMILY

She's an only child with a single-parent family so she's on her own a lot.

She helps her Dad out with things at home and reminding him of appointments.

She spends a lot of time at Mikey's and looks up to his sister, Sara.

Richard Chase: her father, fire chief.

Often called to the scene of Mikey's disasters.

He is into lots of extracurricular activities.

SHE WANTS: Excitement!



MARTIN MURPHY (39, Mikey's Dad)

MURPHY'S LAW

Dad's been a victim of Murphy's Law all his life and has been less successful than Mikey at avoiding its negative consequences. He is always recovering from some accident, on crutches, in a cast, in traction, or stuck in an aquarium.

UPBEAT

Like Mikey, Dad stays positive. He's like a big kid.

ADVICE

Dad is full of fatherly, fortune-cookie type advice.

"Always look both ways before getting run over."

He and his son both rewrite idioms to suit their needs.

SAFETY

Dad works as a safety consultant for the city, visiting sites to see what collapses or implodes.

"Want to make sure they're prepared for me and other natural disasters!"

MEGAN MURPHY (40, Mikey's Mom)

CAPABLE

She is super capable, super experienced, super prepared

Like a grown up Fireside Girl -- a grown up Isabella.

She has protected Dad ever since they met.

She is an architect and met Dad on the job.



SWEET, BUT TIRED

Dad's trials and tribulations were cute at first, but now with

Mikey as well, she's gotten a little worn down by it all.

It gets old wearing a protective shield to bed every night.

"If you need me, I'll be in the panic room making French toast."

KNOWLEDGEABLE

She's a walking encyclopedia with info on every subject.

She taught Mikey how to be prepared for any eventuality.

She was NOT over-protective, but taught him safer, more creative ways to get things done.

ALSO:

Zack calls her Mrs. Mikey's Mom and she says, *"Please, just call me Mikey's Mom."*

She can be blunt. She has no filter.



SARA MURPHY

(17, Mikey's Older Sister)

CYNICAL

A hipster like Thora Burch in "Ghost World"
 She looks at life and her brother's condition sardonically.
 She is subdued, rarely affected by the chaos.
 She may be a bit of a conspiracy type, but way way down deep, she is a closet optimist.

RABID FAN

She is a diehard fan of an old TV series, "Zone Files"
 She also likes kitsch and wearing things ironically.

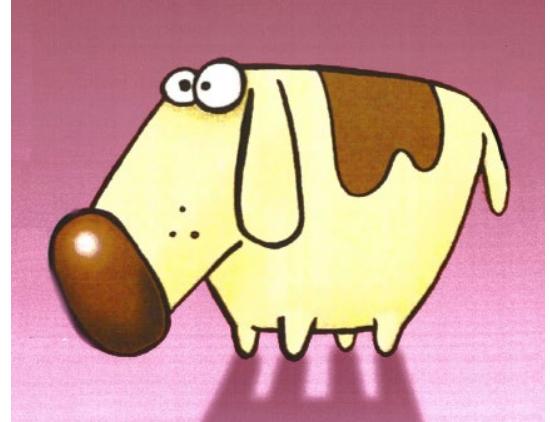
DIOGEE (3, Mikey's Dog)

SKILLS

Extremely lucky. Very intuitive. Often stumbles into success. Always helpful. Doesn't talk.

MIKEY

Mikey is his best friend and he's VERY loyal.
 He follows Mikey everywhere and Mikey is always saying:
 "*No, Diogee. Go home!*"
 He seems to be impervious to the effects of Murphy's Law.



ANTAGONISTS (SORT OF)

There are several characters that act as foils for Mikey. They are NOT enemies and they are NOT anti-Mikey, but they have their own agendas that may conflict with Mikey's.

AMANDA LOPEZ (13)

It's Amanda Lopez's world; we're just living in it. Center of the universe, self-proclaimed Queen of the School, Amanda is president of EVERY club, MVP of the field hockey team AND their mascot (at the same time), and star of the homecoming game halftime show. From bake sales and fundraisers to pep rallies, Amanda is a force to be reckoned with.

She actually is AWESOME at everything; the only problem is, she knows it. But she's endearing because she is completely transparent and wears her heart on her sleeve. She's not duplicitous.

"I know I can be a bit much, but I'm SO good! Think of everything I could bring to this project."
"Like what?" "Everything!"



She likes Mikey, but can't handle his go-with-the-flow attitude – Amanda's success is tied to her meticulous planning. Mikey has a crush on Amanda.



BRADLEY (used to look like Carl) (13)

Kind of a jerk, he points out the shortcomings of others. He may be trying to get a laugh, but it doesn't work.

The ultimate pessimist.
"Nothing personal, Mikey, but I just really want to see you fail. You're throwing off my whole world view."
"No problem, Bradley. Hey, I like your shirt."
"It's dirty."



RIM AND ALAN

Aliens from an adjoining galaxy, they periodically return to town to do unusual experiments.

TIME TRAVELERS

Mikey has a destiny to fulfill, something vital to the future of the planet.

Cavendish and Dakota have come back in time to ensure that nothing happens to take Mikey off of that path... without alerting Mikey to their presence.

On any given day, they may try to stop Mikey from buying that corndog, clean up after one of Mikey's unforeseen disasters, correct something tiny (but vital) that has changed, or subtly teach Mikey a crucial lesson that he'll need (like how to see better in the dark).

Although they are from the future, they adopt the dress and mannerisms of the past because apparently: "The future is very retro."



HOW THIS WORKS

Cavendish and Dakota were traveling through time to research historical events, but when they returned to the future, they found something had seriously changed... something involving Mikey. So they returned to his time period to correct whatever had been inadvertently changed.

There will be no stories featuring Cavendish and Dakota for the first few episodes, but they will be in the background, watching Mikey over a bush or trying to be inconspicuous in the background.

They have a fully operational time machine. The exterior is full steampunk and the interior is shag carpeting and fuzzy dice. They rarely use it for fear of further contaminating the space-time continuum.

Ultimately, we will learn what Mikey is destined to become and the paths of the time travelers and Mikey's gang will become more intertwined.

BARTHOLOMEW CAVENDISH III



Cavendish is on a mission: to save the future! He has returned to present day to make sure nothing happens to steer Mikey off his path or irreparably harm the future. He is beyond committed to his task, even though he's not entirely clear what it is.

Cavendish loves the 1870's and conducts himself like a proper gentleman. Being proper is almost as important to him as saving the future. His English accent comes and goes and it a bit of an affectation.

He's little nuts and certainly eccentric, but he has Mikey's best interests at heart. *"I say, I would never endanger the lad. After all, he's the world's future p-- uh uh, I've said too much."*

VINNIE DAKOTA

Ten seconds after Cavendish showed up, Vinnie was sent to monitor him. Vinnie thinks Cavendish is a few colors short of a day-glo poster. He believes they should leave Mikey alone and they should stop messin' with the time-space continuum. Anything they do could mess up the future.

Vinnie loves the 1970's and is more interested in the pleasures of the present day than following their mission. He freaks out when he finds a working lava lamp or certain food delicacies that no longer exist in the future:

"Is that a twinkie? Groovy, I got me a twinkie!"



FOLKS AT SCHOOL



ANNETTE MILDER (36, Mikey's Principal)

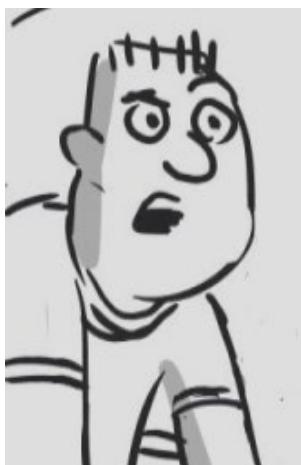
She talks sweetly, but condescendingly to everyone (like she's talking to preschoolers), and is all about the rigid interpretation of the rules. She wants everyone to "Calm down," "Keep it simple," and "Save all that energy for the field."

She also steps in as English teacher and P.E. teacher. She is *everywhere!* She drives Melissa crazy.

MR. DRAKO (28, Mikey's Teacher)

Picture 1980's Mark Harmon as a hip, cool teacher who really "gets" the kids... but the kids all think he's a vampire. All evidence points to that fact, but he denies it. He says he's trying to look like Elvis, but they have no reference for that.

Mikey and the gang all have theories about who he really is and how he got there (Foreign exchange program mishap) and how he can stay out in daylight (lots and lots of sunscreen). Zack is often the one tasked with asking Mr. Drako leading questions about his past or his behavior; every 'normal' response invariably leads to another crazy theory.



MORT (MORTIMER) (14)

A football player with a heart.

He's spacey, a little out there, out of left field
He New-Agey, into crystals and chakras.

"Hey, twenty years ago people didn't believe horses were real, so don't judge."

STORY IDEAS

SCHOOL SPIRIT

Mikey always wants to go his school's football game but tends to mess things up for the team. This time, Mort tells him not to worry; they are so outmatched by the opponents this week they don't have a chance. It's the one game Mikey can't ruin.

But when Mikey gets to the game and roots for his team, he makes a bad situation worse, and their problems multiply. Zack suggests that Mikey roots for the OTHER team. He tries it and it works – Murphy's Law is now affecting *them*!

Soon everyone is cheering for Mikey, urging him to root louder. Ultimately, his influence turns the game into an impossible series of physical obstacles MORE FUN than football. Both teams and the audience can't get enough of it.

Thrilled, everyone carries Mikey off the field on their shoulders... and onto a bridge which immediately collapses.



FRAGILE

The kids get a school assignment to devise a way to drop an egg from the roof without breaking it. When Zack and Melissa end up on Mikey's team, they worry that the eggs won't even make it through the next five minutes.

After dozens of mishaps and dozens of broken eggs, the kids devise a contraption that will protect the egg from anything... only to break their last egg before the school competition begins.

Or so they thought! Mikey has had one last egg in his pocket the whole time. They place it in the contraption and, despite a series of wild detours, it lands with the egg intact.

CLIMB EVERY MOUNTAIN

The kids are all on a big school camping trip and Zack and Mikey get separated from the group. Things go wrong, keeping them from rejoining the others for the big mountain climbing exercise. Despite this, Zack is adamant that they stick together.

Meanwhile, Melissa can't believe how the other students aren't working together, putting them all at risk.

Things look dire for Mikey and Zack until Diogee and Bigfoot show up to help. Working together, they make it to the top of the mountain first.

BAND AID

Mikey's Mom is the parent volunteer in charge of a school talent contest and Zack thinks this is the perfect place to debut their new band. But when Amanda has her own ideas about what the band should do, it causes conflict among the band members. Ultimately, Murphy's Law derails everyone's best laid plans and the band sounds like nothing anyone has ever heard before... which delights the crowd and wins the contest.

GO FISH

When Mikey brings Zack on a fishing trip with Diogee and his dad, everything goes wrong: sunburn, wayward fish hooks, soaking wet sandwiches, whirlpools, and giant man-eating catfish people. When they finally pack the car up, all of the tires have been punctured by porcupine quills. But when the dam breaks, the three of them ride the wave. The water solves a local drought and they all get back home safely.

(ALT: They are trying to land the lake's biggest catfish. They catch him, but Murphy's Law creates a chain reaction that sets the fish free. In the end, the free fish saves them from disaster.)



BEST FRIENDS

Melissa is the only one brave enough to get close to Mikey and be his friend and it's always been that way. We flashback to when Mikey and Melissa first met as seven-years-olds. (We also get to see puppy Diogee!)

At first, Melissa thinks she can fix Mikey and cure him of his "situation," which quickly goes awry. Friendship blooms as Melissa realizes what a gift Mikey and his "situation" are and that she needs him to keep her life exciting. Mikey finds that he needs Melissa's unwavering and fearless friendship and she helps show him how cool his unique way of life really is.

THE WAITING GAME

Mikey, Melissa, Zack and Mikey's sister Sara plan to wait all day in the mile-long line to buy concert tickets. They've brought a tent, food, first aid kit, fire extinguisher, life raft... there is **NOTHING** that is going to stop them from getting those tickets, so of course, **EVERYTHING** tries to.



SUBWAY SURFERS

All the kids from school ride the subway on a museum field trip to see the new dinosaur bones exhibit. Mikey, Zack, and Melissa are in a car that gets separated and they end up having a subterranean adventure where they are captured by a secret society of mole men and their real-life dinosaur pets!

Melissa schemes their way out by impressing the mole men with what she calls Mikey's 'Mighty Murphy Powers.' In the end, the kids make new friends and Diogee appears just in time to guide them to the museum.



OPERATION OPERA

Melissa's parents say she has to go to the Opera (which she thinks is BOOORRRING) but she can bring a friend. She brings Mikey, and Murphy's Law turns the opera into an action-packed, explosive extravaganza and Melissa and Mikey end up onstage – where we reveal that Mikey has stage fright!

Hand in hand with her best friend, Melissa helps Mikey get over his fear and they bring down the house; literally!

FRIDAY THE 13th

Zack wakes up and sees that it's Friday the 13th. Oh no! Mikey's problems will be multiplied geometrically today. All the kids walk on eggshells, expecting the biggest disaster of all, only to find out that it's the luckiest day of the year for Mikey; it's the only day of the year NOTHING happens to him!

MURPHY'S LAW

We go back in time and trace the outrageous origins of 'Murphy's Law' from the Irish

colloquial shenanigans of the 20th century, all the way back to the pre-historic; featuring loads of Mikey's ancestors (as played by Mikey, Melissa and Zack).

We witness the many ways they tried to tame their misfortunes, leading to hundreds of years of hilarious and catastrophic problems. For example, we meet 'The Great Jinx,' a carnival showman who used Murphy's Law to make money pretending to be a freak behind bars. Many of Mikey's ancestors were inadvertently linked to the major achievements and discoveries of their day (a la Forrest Gump).

Ultimately, we learn Mikey was the first one who embraced his situation for what it was, and with his parents and friend's help, made the very best of a bad situation.

THE CLIFFHANGER

When Mikey disappears (perhaps in a cliffhanger episode), Zack and Melissa band together to unravel what might have happened to him. Using the clues left behind and recreating what must have happened, they are ultimately able to determine that a crate mailed to Taipei did not contain Ling Ling the Panda... it held their buddy Mikey. Taking Diogee as their guide they cross the seas to rescue their friend, unaware that Cavendish and Dakota are already on the case.



ZOO TRIP UP

Mikey, Melissa, and Zack go to the zoo with the other kids on a field trip. Mikey gets too close to the cages and a chimpanzee gets out. Zack and Mikey spend the day trying to get the chimp back in his cage before the zookeepers find out, but random events conspire against them.

As every animal in the zoo gets free, Melissa and Diogee team up to embrace the chaos, riding two massive elephants to corral the escaped animals.

SAFETY IN THE WORKPLACE

Dad takes Mikey on a bring-your-child-to-work day. Mikey loves seeing what his dad does, (despite the fact that having these two people together amplifies their effect exponentially). It gets Mikey thinking about what he wants to do when he grows up and Cavendish and Dakota must keep him from veering too far from his destiny.

VACATION

Vacation is a HUGE deal for the Murphy family with LOTS of precautions. Meanwhile, Zack and Melissa prepare for a relaxing day without disasters and quickly find themselves bored silly. Nothing is happening and they end up TRYING to make the day adventurous on their own.



ONE-LINERS / AREAS TO EXPLORE

MAKING THE BEST

Mikey's involvement inadvertently destroys the gymnasium right before the big dance. He convinces everyone to make the best of what they have and together they manage to pull together the best dance ever.

DOG DAY AFTERNOON

Mikey enters Diogee in a dog show. It becomes the Diogee Show! It's also hilarious.

WORLD'S WORST HAUNT

Mikey and the gang are tasked with turning the gymnasium into a haunted house for Halloween, but things go terribly wrong... making the haunt scarier than anyone could have imagined.

BEACH DAY

Mr. Drako takes the kids to the beach. Mikey and his friends struggle with just making it into the water, and once there, how to keep their suits on in the face catastrophe after catastrophe.

POD PEOPLE

Zack starts a podcast to promote his band, but when Mikey gets involved, the podcast takes on a life of its own. (In real life, the actors do a podcast for us.)

MOVIE DAY

The gang is on their way to see the next installment of the Mega Robot Monster Choi movie franchise but just getting to the movie is proving a bigger adventure than they were expecting.

MIKEY LIKEY

Mikey gets a crush on Amanda, the one girl in school who is least able to tolerate his “condition.” He fears embarrassing himself in front of her and wants to make sure everything goes just right. Unfortunately, despite all his valiant efforts, she doesn’t even realize that he likes her.

TIME FOR A CHANGE

When time-travelers Cavendish and Dakota try to “push” Mikey into taking a self-defense class, they inadvertently cause a kung-fu showdown with the town’s previously hidden ninja gang. (They’ve always been there, but no one has ever seen them.)

FIELD DAY

Type-A Amanda plans a field day of games and sports and allows Mikey to be on the planning committee despite her reservations. When things go wrong (Duck Storm!), Amanda tries to keep her cool and eventually adjusts to going with the flow.

Meanwhile, Melissa tries to hide her report card and Zack thinks it’s because she’s embarrassed that she’s smart. But when Mikey’s “influence” blows her report card in front of everyone, it turns out she’s not embarrassed at all, she just didn’t want to make anyone else feel bad about theirs.

GIVE IT BACKPACK

Mikey loses his backpack somewhere and tries to retrace his steps to find it, but when unexpected things happen, it’s difficult. Without his backpack, Mikey is unprepared. Amanda organizes a task force to find it and Melissa just goes along for the ride. (Vinnie finds the backpack on a double decker tour bus he’s been riding all day and winds up having to get the backpack to Mikey before Cavendish gets it first.)